ELECTRO BRAIN

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SNS-LL-USA

BOXING LEGENDS OF THE RING™

ELECTRO BRAIN

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Thank you for purchasing Electro Brain Corporation's original in-ring boxing simulation. This game features a revolutionary player perspective and eight middleweights coming at you in gigantic proportions. "Boxing Legends of the Ring" is the decisive boxing title for your Super Nintendo Entertainment System. Before you step into the ring and assume your fighting position, we recommend that you read the following instructions carefully. We fear that if you don't follow our advice you'll be beaten to a pulp and knocked senseless which would not be very pleasant. Let's get ready to rumble!

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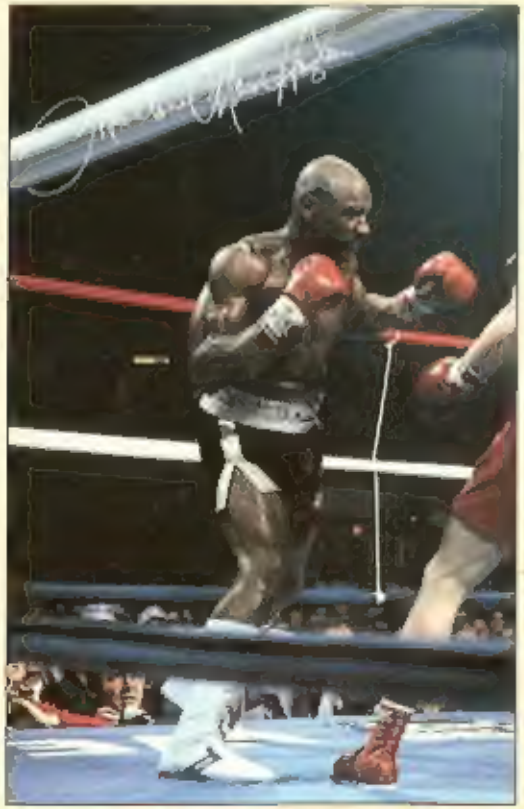
THE LEGENDS OF THE

So you think you have what it takes? Right, sure you do. Let me rephrase the question then. We have assembled some of the finest boxers who have ever stepped between the ropes and you think you'll prance right into the ring and become a legend? Walk away while you still can, kiddo, you're way out of your league. Let me tell you about some of these gentlemen and, hopefully, you'll understand why you're drowning before you've even entered the water. We have Marvelous Marvin Hagler; while Hagler is a fine man, they don't call him Marvelous because he's a swell guy. Guys have swelled after fighting him but he is in no way "nice." James "Lights Out" Toney, 'nuff said. They don't call him "Lights Out" because he has sensitive eyes. Hearns isn't "The Hit Man" because he should have played baseball and Lamotta isn't "The Raging Bull" because he lies a lot. No, these guys are legends because they make their living out of picking up punks like you, chewing them up and spitting them out. They are in every sense of the word, businessmen. Except their business is slapping sissies; prepare to be slapped. But if you think you have what it takes, stick around. School is in session and you have a lot to learn. Another thing, these teachers don't hit their students with rulers.

Introducing the bad boys of boxing. You'll have to wage war in the ring and emerge victorious against all eight boxing greats to become a legend.

MARVELOUS MARVIN HAGLER

RECORD: 62 wins, 3 losses, 2 draws, 52 KO's
DATE OF BIRTH: May 23, 1954
FAVORITE PUNCHES: Right cross to body, right cross to head
NICKNAME: "Marvelous" Marvin Haggler



HAGLER

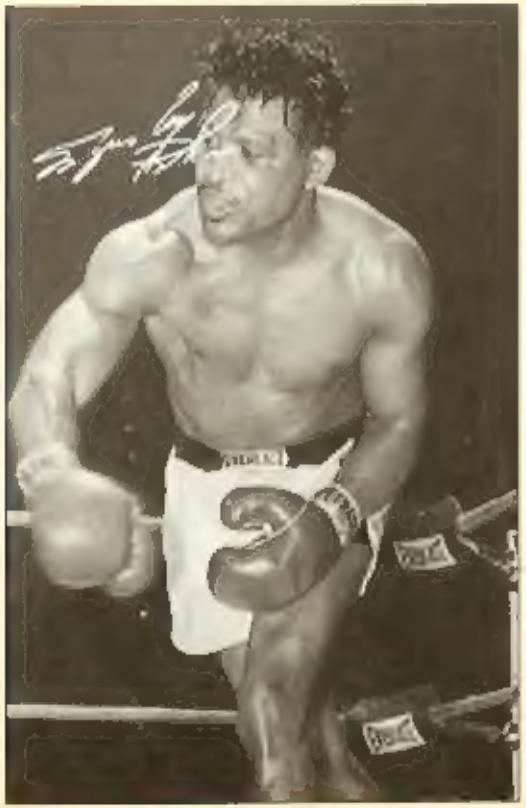
JAKE LaMOTTA

RECORD: 83 wins, 19 losses, 4 draws, 30 KO's
DATE OF BIRTH: July 10, 1922
FAVORITE PUNCHES: Right cross to body, right cross to head, right uppercut
NICKNAME: Jake "The Raging Bull" LaMotta

LaMOTTA

SUGAR RAY ROBINSON

RECORD: 174 wins, 19 losses, 6 draws, 109 KO's
DATE OF BIRTH: May 3, 1921
FAVORITE PUNCH: Right cross to head



ROBINSON

ROCKY GRAZIANO

RECORD: 67 wins, 10 losses, 6 draws, 52 KO's
DATE OF BIRTH: June 7, 1922
FAVORITE PUNCH: Right cross to body
NICKNAME: Rocky "The Rock" Graziano

GRAZIANO

ROBERTO DURAN

RECORD: 87 wins, 9 losses, 61 KO's
DATE OF BIRTH: June 16, 1951
FAVORITE PUNCHES: Right cross to body, right cross to head, right uppercut
NICKNAME: Roberto "Hands of Stone" Duran

DURAN

THOMAS HEARNS

RECORD: 50 wins, 4 losses, 1 draw, 40 KO's
DATE OF BIRTH: October 18, 1958
FAVORITE PUNCH: Right cross to head
NICKNAME: Thomas "Hit Man" Hearns

HEARNS

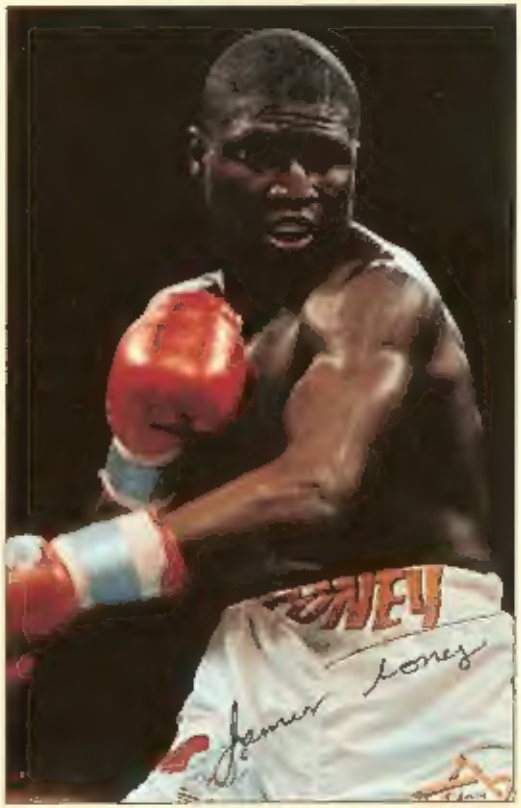
SUGAR RAY LEONARD

RECORD: 36 wins, 2 losses, 1 draw, 25 KO's
DATE OF BIRTH: May 17, 1956
FAVORITE PUNCH: Right cross to head

LEONARD

JAMES TONEY

RECORD: 36 wins, 0 losses, 2 draws, 25 KO's
DATE OF BIRTH: August 24, 1968
FAVORITE PUNCHES: Right cross to body, right cross to head
NICKNAME: James "Lights Out" Toney



TONEY

?

RECORD: 30 wins, 0 losses, 0 draws, 10 KO's
DATE OF BIRTH: Unknown
FAVORITE PUNCHES:
NICKNAME:

Could it be you?
Well, stranger things have happened.
You'll have to earn it.

Insert your "Boxing Legends of the Ring" game pak into your Super Nintendo Entertainment System. Make sure the power is on.

You will see the Electro Brain Corp. logo for a few seconds and then the opening sequence will reveal the eight middleweight "Boxing Legends of the Ring." If you are ready to wage pure, unadulterated war press the Start-button at this time.

The menu screen allows you to select a mode of play or to change the default settings of the game. To make a selection on the menu screen, simply move the Control Pad in the direction of the mode you wish to play. The modes of play are:

- Exhibition
- Career
- Battle of the Legends
- Options

EXHIBITION MODE

Just think of the Exhibition mode as the mercy mode. In Exhibition fights the boxers don't try as hard and the stats don't count. If we had to guess, we would bet that you'll do most of your playing right here. To select this mode, move the cursor to "Exhibition" and press the Start-button. This feature is your best chance to practice. Do it: you'll be licking the canvas if you don't. After you have selected this feature, you will be asked how many people will be playing. Move the Control Pad left or right to select zero, one or two players. Zero players is the spectator mode. It was designed for armchair heroes whose mouth is always writing checks their butt can't cash. By the way, you look like you have a small bank account yourself. Use the zero player option to study up on the other boxers; you'll be doing yourself a favor. One player allows you to fight another boxer of your choice and two player will let you fight one of your cream-puff buddies. Find your little sister and fight her, after all you might beat her. After you have the correct number of players, hit Start. You'll then be able to choose either a boxer to represent your sorry self or you can insert a password and practice with one of your previously created boxers. To select a boxer, press the Control Pad either left or right to cycle through the choices. Passwords are obtained in the Career mode. Hey! We'll discuss the Career mode later, pipe down. If you're fighting a computer boxer, press "B" to see what you're up against. You'll be able to view his stamina, chin and strength. When you're done looking, press "B" again. After you've checked his stats, keep telling yourself it's going to be o.k. It won't be, but keep telling yourself that.

EXHIBITION MODE

After the boxer's attributes have been viewed, press Start when your desired boxer's frame is flashing. It doesn't matter if it is a zero, one or two player game, all boxers need to be selected in this manner.

Once the fighters have been selected, you will receive your ticket to enter the arena. You can also use your face as a ticket, someone will punch it (heh heh!). Get ready to rumble, boyo! All you have to do now is press Start. Go ahead, we dare you.

It is now too late to turn back. Got butterflies? We thought so. If you need instructions concerning the Control Pad, read page 27 of the book which is presently in your sweaty little hands.

Think of the Career mode as the put up or shut up phase of the game. We think you'll be quiet. In the Career mode, you can custom design your own boxer. Ideally, you'll win one or two matches. Some might even challenge the number one ranked boxer, you won't, but some people might. If the world was a perfect place, you would achieve Legendary status yourself. Let us fill you in on something, kid, the world ain't perfect. If you still want to try then move the cursor to "Career" and press Start. Good luck, kid, we're putting all of our money on the other guys. After "Career" has been selected you'll be advanced to a new screen.

This new menu screen includes two special features:

- Create boxer
- Password

If you are going to create a new boxer, a future Legend of the Ring, move the cursor, via the pad, to "Create Boxer" and press Start. Enter name will appear on the screen. To enter the fighter's name, press the Control Pad up or down to cycle through the letters. When you have found the desired letter, press the control pad left or right to advance into another square. To cycle through the three lines of letters available, press the Control Pad left or right as well. If you wish to change a letter move the cursor to the position desired and then up or

down to change the letter. When your name has been entered press Start. If you do not enter a new name for your created boxer, you will be given a name by default.

If you have already created a boxer and are on your way to achieving legendary status, you can enter a password to begin the game from where you left off. You obtain a password each time you finish a fight in the Career mode (We'll talk about this in a second or two). To enter a password, move the Control Pad to "Password" and press Start. Enter your password in the same fashion you entered the name of your boxer (outlined above). To escape the password feature press the B-button. If the password has been entered, press the Start-button. If the password has been entered incorrectly, the screen will read "Try Again." If the password has been entered correctly, you will be sent to the "Ring Magazine" ranking screen. (This will be discussed later). From this point, you will be able to resume play exactly where you left off.

If you are creating a new boxer and you already entered your name, you'll need to decide where you came from. There are three choices, see which best describes you. Sorry, "Crybaby," isn't one of the choices.

- Street
- Military
- Olympic

Street: This is the person who has had to back up everything they say while living life in the neighborhood. This is the hard guy who has tired of cuffing the local bullies. Street is the background for the person who has prevented milk money theft for too long and now wants something more.

Military: If you have suffered throughout too many 26 mile hikes and food you wouldn't feed to your dog then you should choose the military background. The government has finally done something right by toughening you up. Maybe all those calisthenics at the crack of dawn has turned you into a man. If you have a chin like granite, a chin which would scratch a diamond, then the military background is for you.

Olympic: If you are well rounded, with fully developed boxing talent, then the olympic background is the correct choice. You had to hone your skills so that you could take the best the other countries had to offer and then force feed them some national pride of your own. You spanked the other nations, you got your medal, now see if you can earn a championship belt as well.

All three styles have profound differences in punch power, stamina and chin. To cycle through these possibilities, press the Control Pad in any direction. When you have decided on a style, press Start. You will now be given 10 strength beads to allocate to your punching power, stamina and chin. Move the Control Pad up or down to cycle through the three traits. To allocate the beads, press the A-button to add or the B-button to take away beads from the respective categories. As you progress in the game, more beads will be earned. The boxer will earn two beads for a win of any type or one bead for a loss. The more you fight,

the stronger you will become. Allocate all earned beads as outlined above. This is done between matches in the Training mode. The Training mode always appears before and after every fight in the Career mode. When you are satisfied with your allocations, press the Control Pad to the right. You will now be able to choose the appearance of your legend to be. Well, it's a nice thought. It's good to dream (snicker snicker). There are four unique skin tones to choose from. To cycle through the choices, press the A-button. When your selection is made, press Start.

The screen before you is the Create Boxer screen. Here you customize your boxer's punches. Move the Control Pad up or down to allocate strength to the following punches:

- Left Jab
- Left Hook Body
- Left Hook Head
- Left Uppercut
- Right Cross Body
- Right Cross Head
- Right Uppercut

To allocate beads, follow the same procedure outlined above. When all of the beads have been allocated to your seven punches, move the cursor to the super punch icon. To view the punches, press the X-button.

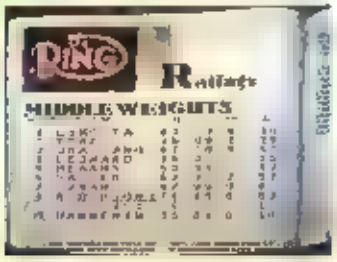
CAREER MODE

You have three super punches to choose from. Be cautious in using this weapon. You start with only one. To cycle through the three punches, press the B-button. Press the X-button to view the super punches as well.

***Note:** In both the "Create Boxer" and "Training" screens all points must be allocated to advance to another screen. If you've got 'em, use 'em.

Your boxer has been created. You will begin play ranked #10 as rated in "Ring Magazine." These rankings display the boxers you have to defeat to become a legend. To view the characteristics of your opponents, move the cursor to the boxer's name and press the B-button. These characteristics were viewed in the Exhibition mode. Don't start to cry again, stop it. Stand up and fight. To escape, press the B-button. When you are ready to rumble, press Start.

After each fight you will be taken to the "Ring Magazine" ratings screen. This screen will enable you to view the ranking and records of all your opponents. Your password is given to you on this screen.



Occasionally, fighters you have defeated will challenge you to a rematch. You are obligated to honor them. To begin your next fight, either a fresh fight or a rematch, press the Start-button.

BATTLE OF THE LEGENDS MODE

The Battle of the Legends is reserved for only the best. In fact, your boxer can't even play in it. No one can enter into the Battle of the Legends until they have proven themselves in the Career mode. You see, the Battle of the Legends is the brawl to settle all the war that settles the score. The fight to set things right. The winner of the Battle of the Legends has earned the right to call himself the king of the hill. Once your boxer has proven himself in the Career mode, perhaps he might gather his guts and sign his name on the dotted line of the Legends Battle. Once (or in your case, if) you complete the Career mode, you'll receive a password which is called a Legends Password. If your boxer has a legend password, then that's his key to the Battle of the Legends. If you have emerged victorious from the "Career" feature, you have received a password that will allow you to enter your Legend of the Ring fighter into the Battle of the Legends. To enter your password, follow the instructions outlined in the Password section of the Career mode. With this feature you can pit your fighter against other Legends, either created or authentic, in a single elimination tournament. If your boxer doesn't have the password, then don't let the door hit him on the back as he leaves. You can still participate in the Battle of the Legends without a Legend password, but you're only pretending, and pretending just doesn't cut it. You and up to eight of your wimpy little chums, can pretend that you have what it takes to be a legend and fight in the tournament. Sure, you can pretend all you want, but only real men ever see their name in the center spot. Select the number of players like you did in the Exhibition mode. If each person has a Legends password then shove them in. You can even have some people pretend and others actually use their hard-earned passwords. We think you'll be doing a lot of pretending. All odd-numbered fighters are selected by pressing Start on the first controller and all even-numbered fighters are selected by pressing Start on the

BATTLE OF THE LEGENDS MODE

second controller. Once you have the correct number of champs press Start.

The Battle of the Legends mode is a no holds barred battle where much can be both gained and lost. In the Battle of the Legends up to eight players can participate in round 'em and pound 'em action. Move the cursor to "Battle of the Legends" and press Start. Select the number of players as you did in the Exhibition mode. When you have selected the number of players desired, press Start.

In the Battle of the Legends mode, the game player or players can either watch or not watch matches fought between computer boxers. Before the fights begin, the player is given a choice to watch the fight or not. Press the control pad to Yes, No or Cancel and press Start. If Yes was selected, sit back, relax and enjoy the fight. If No was selected, the fight will not be viewed and the outcome will be displayed. If Cancel was selected the mode is exited and you can move the cursor around the screen.

Let's get ready to rumble! Can you become the "Best of the Best" of the Legends of the Ring? Press Start to find out!

OPTIONS MENU

The Options screen allows you to vary the difficulty level in the Exhibition mode of play, to adjust player perspectives, etc. The options are listed below though this can also be altered via the Options menu.

- Music on/off
- Music stereo/mono
- Blackout on/off
- Controller options
- Exhibition rounds
- Exhibition skill level
- Battle of the Legends skill level
- 1 player perspective
- 2 player perspective

To change these options, move the cursor on the main menu to "Options" and press Start. A second menu screen will appear at this time.

Move the cursor up or down to select an option

MUSIC ON/OFF:

This option allows you decide whether you want to hear music during the game or not. Move the cursor to Music On/Off and press the pad either left or right to cycle through the choices.

MUSIC STEREO/MONO:

This feature allows you to decide whether you want to hear music in stereo or mono during the game. Move the Control Pad to Music Stereo/Mono and press the pad either left or right to cycle through the choices.

BLACKOUT ON/OFF:

This feature allows you to decide whether you want to incorporate blackouts into the game or not. If selected, the boxer's vision will become hazed and blackened when pummeled. This is an incredible feature that must be tried out. (This feature is only one to be incorporated in a one player game in which your boxer is always in the near perspective.) Give it a try and see what happens. Move the Control Pad to Blackout On/Off and press either left or right on the pad to cycle through the choices.

CONTROLLER OPTIONS:

This feature allows you to choose from eight different control configurations. The first configuration available is the default configuration. If you decide not to change the configuration of your controls, you will automatically use the first configuration. If you wish to use a different configuration, move the control pad to "Controller Options" and press the A-button. To cycle through the eight choices press the Control Pad to the right. When you are satisfied with your choice press Start.

EXHIBITION ROUNDS:

In this feature you can select from 2 to 12 rounds per match. To do this, move the control pad to "Exhibition Rounds" and press the pad either left or right to cycle through the choices. When you are satisfied with your selection, move the control pad either up or down to escape this feature and move to another. Default is 6.

EXHIBITION SKILL LEVEL:

This feature allows you to select the level of difficulty in the "Exhibition" mode. To select a level of difficulty, move the Control Pad to Exhibition skill level. Press the Control Pad either left or right to cycle through the choices. In this feature choose from (1) novice through (5) expert. The challenge awaits. Default is 1.

BATTLE OF THE LEGENDS SKILL LEVEL:

This feature allows you to select the level of difficulty in the Battle of the Legends mode. To select a level of difficulty, move the Control Pad to Battle of the Legends skill level. Press the Control Pad either left or right to cycle through the choices. Levels range from (3) to (5) and if a skill level isn't selected, the game will be set at level (5) by default.

ONE PLAYER PERSPECTIVE:

This feature is for one player games only. In this feature you are able to determine from what perspective you would like to view your fighter in the ring. You have three different selections: Near, Far and Switch. If you select the Near perspective, your boxer's back will face you at all times. If you select the Far perspective, your boxer's face will be seen by you at all times. If you select the Switch perspective, you boxer will change

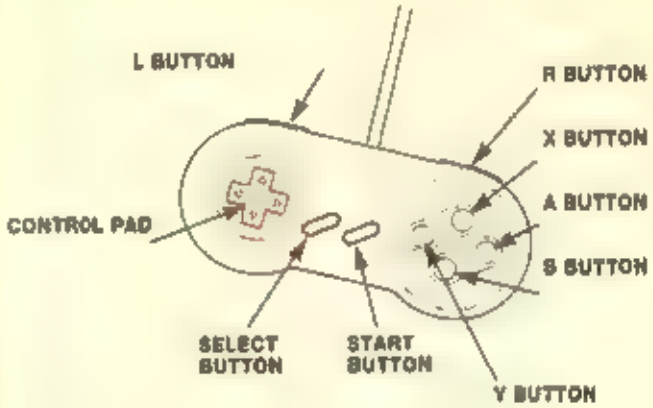
between Near and Far perspectives every other round. To select a perspective move the Control Pad left or right to cycle through the choices. When you are satisfied with your choice, escape the feature as outlined above!

TWO PLAYER PERSPECTIVE:

This feature is for two player games only. This feature can be applied to player-vs-player games. In this feature you are able to determine what perspective you would like to view your fighter and your opponent's fighter at the ring. You have three different selections to choose from. They are: Player 1 Near, Player 2 Far, Player 1 Far, Player 2 Near, Player 1 Switch, Player 2 Switch. This feature works identically to the 1 player perspective feature above. Give it a try to find out how it works!

To escape the Options screen, press Start.

Now that we have covered all of the features of "Boxing Legends of the Ring," let's jump into the basic controller functions.



Left	Move left
Right	Move Right
Y	Jab
Y + Up	Left Hook Head
Y + Left	Left Hook Body
Y + Down	Left Uppercut
A + Up	Right Cross Head
A + Right	Right Cross Body
A + Down	Right Uppercut
A	Allows you to pick yourself up off the canvas, not if, but when you've been knocked down

HOW TO PLAY

Select	Super Punch
Top Left + Top Right.	Clinch
A	Break Clinch
Up	Block
Down	Duck
X	View punches in the Create Boxer mode

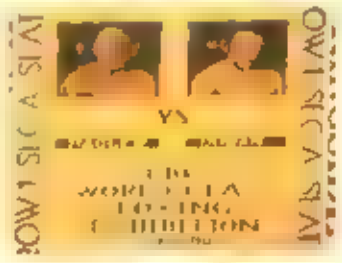
The Start Button: pauses and unpauses the game play The start button also allows players to enter the different modes of play and/or features of the game when selected by the Control Pad

Note: As discussed above under the "Controller Options" feature, there are eight different controller configurations to choose from The configuration outlined here is the first configuration you may wish to select This configuration is also the default configuration If you do not select a specific control configuration when you turn the game on each time you will automatically be given this configuration You can change the control configuration as often as you wish between matches The new configuration you select as is the case with all of the features under the "Options" heading will be maintained if reset is pressed The features and customized portions of the game will have to be reset each time the game is turned on.

THE MATCH

The time has come for you to enter the ring! The name of the game is pound or be pounded!

After you have selected either the "Exhibition" "Career" or "Battle of the Legends" modes press Start to begin the fight The screen directly before you is your admittance ticket If you are ready to rumble, press the Start button.



The referee will tell you to "keep it clean" but what does he know! He will walk off the screen and the fight will begin Your knees are knocking, your legs are twitching, face it you're a mess.

Before you now lies the ring. The information board is situated above the ring and consists of the:

- Time Clock
- Health Meter (for both you and your opponent)
- Number of super punches available
- Round indicator
- Stamina meter

Time Clock:
The time clock indicates how much longer you'll be forced to endure the relentless beating before being able to rest for a minute. Each round lasts three minutes but it will feel longer than just three minutes, much longer.

Health Meter:
On the top left and top right of the screen are the Health Meters for each Boxer. The Health Meter looks like the boxer's face. It represents how much damage the boxer has sustained in the course of a match. Look at your face. See how you're smiling? Try to remember that face, it will look like a dropped crate of tomatoes when the other guy is done pounding it. When your face begins to flash, it means that you are nearing the land of the sandman, goodnight Irene, face plant city. Plainly, you are about to be knocked down. When you are put in this position, you should protect yourself as best you can. Protecting yourself shouldn't be a problem because you have probably been running from fights all your life. If your Health Meter is flashing, it will only take a couple of well placed punches to send you to the canvas. Sayonara, sucker! Of course, there is the slight chance you might knock down one of the Legends. It could happen, I mean, stranger things have happened. They even put a man on the moon! So, in theory, you might knock another fighter down. Yeah, and pigs can fly.

Note: Just because one boxer has ruthlessly worked another's existence doesn't mean he is leading the fight. All scoring is based on landed blows, punches thrown, variety of punches, knockdowns and the percentage of punches landed. Don't get cocky. You have to play and fight to win no matter what. When it comes to being aggressive, there are no holds barred.

Number of Super Punches available:
Throughout the course of the match you will earn the chance to throw a super punch. Super punches are the most powerful form of attack available; unfortunately, they are limited. (To throw a super punch, press the Select button). You will know if you have a super punch or punches in your arsenal by finding the number of small boxing glove icons located directly above the Stamina meter. You are able to store up to three super punch icons at any given time. You will earn a super punch icon after every round and after every time you knock your opponent down.

Round Indicator:
In the top center of the screen you will see the round indicator. Quite simply, the round indicator tells you what round you are currently in.

Stamina Meter:
The Stamina Meter is the two large boxing gloves located in the top center positions of the screen. Each boxer's Stamina Meter is located on the same side as the boxer's Health Meter. This meter will tell you how much stamina each fighter currently has. Each time you throw a punch your fighter's stamina will decrease. When you move into the defensive position (block, duck, bob and weave), your stamina will increase. If you exhaust

your stamina your glove will become black and read "out." It is important to balance your offense and your defense because if you exhaust your stamina, you will not be able to throw punches until your meter begins to rejuvenate itself!

You can lose once during the course of a career. If you lose twice, you're just not worth the time. Pack your bags, find a day job, and leave the sport. Boxing, like we have been saying all along, just isn't for you. If you do suck the floor twice in your career, may we suggest that you turn pro in something like marbles? You can also avert your loss by re-entering your password and trying again. But I would just quit if I were you.

A special method of rejuvenating your boxer's damage and stamina is to clinch! To clinch see the "How to Play" section of this booklet.

Striking a blow: To strike a blow, just move the Control Pad and press the buttons L, R, Y, A and Select in the combinations discussed in "How to Play".

Hitting your opponent: To make sure that your blow hits your opponent, your attacking zone must touch a non-protected, sensitive part of your opponent (head, torso, etc.). If you are too far from him, your strike will miss its target. For your blows to land, your opponent must stand in the right position when you begin your attack.

Block and Dodge: To block a blow you must move the Control Pad in the up position to block and the down position to duck.

Blow: When you strike a blow some parameters will define its quality:

- The strength of the attacker.
- The resistance of the opponent.
- The power of the blow.
- The part of the body hit by the blow.

Recovery: This occurs automatically at the end of each round. Recovery time is at most one minute and allows the fighters to regain lost strength/vitality. Recovery is also possible during a fight when there is a clinch, there is no attack or when the opponent falls and eats the canvas.

When two boxers clinch and they do not separate, the referee will separate them. If a boxer is knocked down, yet not knocked out or the victim of a TKO, the ref will give the boxer a standing eight count when he returns to his feet. Remember, the referee's job is to oversee the match and behavior of the two fighters.

After every round you will see the End of Round Stats. These stats will inform you of:

- The number of punches both you and your opponent threw.
- The number of punches landed by both you and your opponent.
- The percentage of punches landed by both you and your opponent.
- The number of times both you and/or your opponent were knocked down.
- The unofficial score of the round.

After each round both boxers' stamina and damage meters will improve. The beautiful ring girl will also tell you the number of the up and coming round.

The number of times both you and your opponents were knocked down is a key aspect of fighting. There are three ways to lose a match (you're familiar with all three, we bet):

- TKO — A fighter is knocked down three times in one round.
- KO — A fighter is knocked down and is unable to get up within the count of ten.
- Decision — Both fighters are standing at the end of the fight. The judges' scoring determines the winner at the end of the fight.

Three judges score the fight. The judges look at all of the categories outlined in the End of Round stats. You must lead the majority of these categories to win the fight! This is as realistic as it gets! Each judge looks for different things while scoring.

Instant Replay:

If a boxer has been knocked down, thus ending the fight, you can view the last few seconds of the fight in the Instant Replay mode. This mode shows up automatically. To view the replay in slow-mo, let the replay run by itself. If you want to rewind the replay and rub your friends nose in his loss, press and hold the Control Pad left. To view the replay at normal speed press and

hold the Control Pad to the right. To escape this mode press Start.

At the end of the fight, the End of Match stats appear. The screen is similar to the End of Round stats. Press any button at this point to continue. The winner will "showboat." Bet it's not you!

After each fight, regardless of whether you win or lose, you will earn beads to allocate to your fighting style. You will earn one bead for a loss and two beads for a win. To allocate these beads follow the instructions listed under "Create Boxer" in pages 19-20 of this booklet.

Fighting Tips:

- Make sure you're in range for the most effective blows.
- Use your strongest punches for the best results.
- Don't let yourself get caught in a ring corner. It will keep you from using your techniques.
- Clinch to regain stamina.

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